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|  | **Rochester Institute of Technology**  **Golisano College of Computing and Information Sciences**  **School of Interactive Games and Media**  **2145 Golisano Hall – (585) 475-7680** |  |

**Data Structures & Algorithms for Games & Simulation II**

**IGME 309, 2015 Fall**

**Milestone 2 evaluation**

**Due: Wednesday November 18th (11:59pm)**

**Project: Manta Race**

**Team: RayCasters**

**Repository Address: https://github.com/JeremyAstolfi/Manta-Race.git**

**Members: (Last names SORTED in alphabetical order)**

**Astolfi, Jeremy**

**Bowden, Blair**

**Gaido, Ryan**

**Leadley, Michelle**

**White, Austin**

**Milestone 2 results:**

**Enemies spawn, not correctly set to position and velocity. Manta fires better looking ray and from its actual position through the center of the crosshair. Crosshair is accurate if in full screen. More models. More Raycasting. Rid of old ReEng UI elements. Our goals were too lofty but we got a lot accomplished.**

**Milestone 2 TEAM self-evaluation:**

**100**

**Milestone 3 goals:**

**Enemies moving, colliding, and attacking. Scoring. Powerups stretch goal.**